

# AKIRA 6™



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# AKIRA

BY KATSUHIRO OTOMO

CHAPTER 6

**MY FRIEND, MY ENEMY**

## WHAT HAS GONE BEFORE

**T**he year is 2030. The world is rebuilding from World War III. In **Neo-Tokyo**, plans are being made to hold the next Olympics in the "old city"—where, thirty-eight years before, the first of the bombs fell.

**Kaneda** and his friends, teenage delinquents, make an unauthorized motorcycle run into the old city to check out the old site. They encounter a terrified child, known only as **Number 26**, possessing extraordinary telekinetic abilities. During the encounter, the paranormal boy gravely injures **Tetsuo**, one of Kaneda's close friends. Then, he vanishes.

The next night, at **Harukiya**, a tough local dive, **Kaneda** attempts, unsuccessfully, to pick up a newcomer, **Kay**. In fact, she and her companion, **Ryu**, are part of an underground resistance group dedicated to learning what is happening in the

old city and putting a stop to it.

Trouble ensues, and both delinquents and resistance fighters again encounter **Number 26**. **Ryu** attempts to reassure the paranormal boy, but **Kaneda** is anxious to punish him for injuring **Tetsuo**. As they argue, mysterious soldiers pursuing **Number 26** reach the scene, armed and ready. A firefight results.

Then the ominous **Colonel** in charge of the covert operation appears with a secret weapon—**Number 27**, a crippled paranormal child named **Masaru**. **Masaru** astonishes the resistance fighters by addressing **Number 26** as **Takashi**. **Kay** and **Ryu** had previously assumed that **Number 26** was the Colonel's ultimate weapon—the as-yet unseen paranormal giant code-named **Akira**.

**Kaneda** provokes a crisis by pretending to threaten **Takashi**, who is exhibiting symptoms of drug withdrawal. **Takashi** responds with telekinetic upheavals. **Kaneda** is again separated from the resistance fighters, but he manages to intercept and hide a pill meant for **Takashi**, who is recaptured by the Colonel's men.

The next day, **Tetsuo**—who following his accident was taken



Kaneda



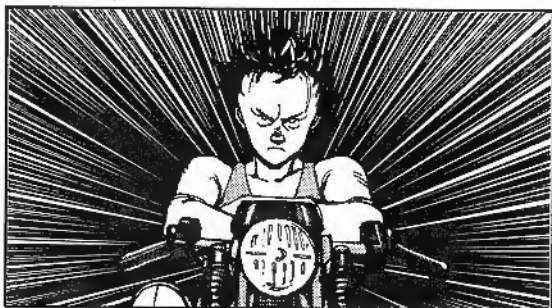
Tetsuo



Kay



Ryu



to a hospital by soldiers—reappears in school, seemingly all right. However, during Tetsuo's treatment, the **Colonel** has learned that the delinquent has great psychic potential.

**Kaneda** has a girlfriend in the school infirmary analyze the drug intended for **Takashi**. It is similar in substance to pills **Kaneda** and his friends take, but unbelievably concentrated and powerful.

Eager for action, **Kaneda**, **Tetsuo** and their gang head out for a rumble with their chief rivals—the vicious **Clown** gang.

A member of the **Clowns** corners and begins to beat **Tetsuo**. **Kaneda** and the rest of his friends rescue **Tetsuo**, who astonishes them, first by displaying an uncharacteristic bloodthirstiness, and then by challenging **Kaneda's** authority.

Determined not to let a new

human weapon escape him, the **Colonel** goes to the school the next day to collect **Tetsuo**.

Under the treatments of the **Colonel's** chief medical officer, **Tetsuo** begins to exhibit powerful psychic abilities...and to undergo great pain.

Meanwhile, **Kaneda**, trying to spy on the **Colonel** and learn what is happening to **Tetsuo**, re-encounters the members of the resistance, and is brought back to their headquarters. Questioned by **Ryu**, he denies all knowledge of the stolen drug.

**Kiyoko**, another of the psychic children under the **Colonel's** control, announces to her master the disastrous news that **Akira**—who is asleep, and expected to remain so for some time—is going to awaken in the near future. Meanwhile, at the resistance hideout,

**Kaneda** encounters a ghost-like



**Takashi**



**The Colonel**



**Masaru**



**Yamagata**



apparition of himself, shouting Akira's name.

When soldiers enter the resistance hideout in force, **Kaneda** and **Kay** manage together to escape to **Harukiya**, where the bartender agrees to shelter them.

Overwhelmed by pain, **Tetsuo** breaks out of the Colonel's installation, leaving death in his wake. When he is cornered alone in the street by the **Clown** Gang, **Tetsuo** uses his burgeoning powers to slaughter those who oppose him. He takes control of the gang, letting them live in return for the massive amounts of drugs required to stave off his agony.

**Kaneda**, anxious to recover the motorcycle he left behind when he "joined" the resistance, eludes **Kay**. He is nearly caught by soldiers in the underground tunnels. **Kay** gets to the lost bike

first, and when **Kaneda** joins her, they are able to escape back to the safety of **Harukiya**.

Later, **Ryu** orders **Kay** to stay close to **Kaneda** and keep undercover. But these plans are complicated by the arrival at the bar of **Yamagata** and Kaneda's other friends. **Kaneda** is amazed at their tales of Tetsuo's new powers and bloodthirstiness.

Meanwhile, **Ryu** meets with **Nezu**, a resistance leader, and they share new evidence on the scale of the **Akira** project.

A spy from the Colonel's organization learns of the **Harukiya** hideout, but he is caught and left for dead by a resistance fighter.

Ignoring their status as fugitives, **Kaneda** eludes **Kay** and he and **Yamagata** lead all of the local street gangs on a massive all-out attack to stop **Tetsuo** and the **Clowns**.



**Nezu**



**Kiyoko**



**Bartender**



**Clown**





I  
COULDN'T  
REALLY  
SAY...



WE  
GET  
SO  
MANY  
KIDS  
IN  
HERE...

ABANDON  
HOPE ALL  
YE WHO  
ENTER

THEY  
COME  
IN  
MAYBE  
ONCE  
...  
MAYBE  
TWICE  
...

AFTER  
A WHILE,  
WHO  
CAN  
TELL  
ANY  
OF 'EM  
APART  
?



YOU GET  
WHAT  
I'M  
SAYING?



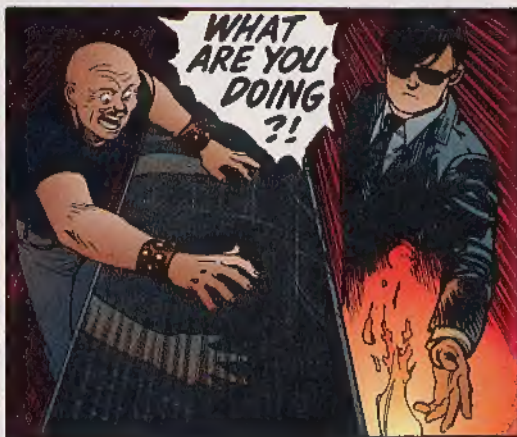
DO YOU  
HAVE A  
LIQUOR  
LICENSE?



SURE I DO.  
EVERYTHING  
HERE IS  
TOTALLY  
LEGITIMATE.

AND  
IT'S UP TO  
DATE?

SEE FOR YOUR-  
SELF. NOT DUE  
FOR RENEWAL  
FOR A LONG  
TIME, SO I'M IN  
GOOD SHAPE.



WHAT  
ARE YOU  
DOING  
?!





OF COURSE YOU'RE AWARE THAT YOU'LL HAVE TO PASS ANOTHER INSPECTION BEFORE YOUR LICENSE IS RE-PLACED.



YOU DIRTY SON OF A ---!

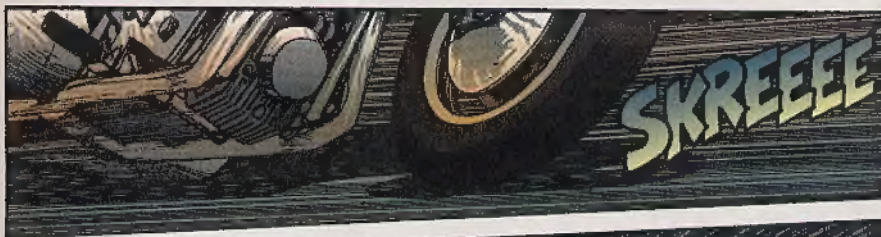


hssssss



THIS IS ALL SO POINTLESS. WE HAVE NO INTEREST IN CLOSING YOU DOWN.

YOU CAN SOLVE ALL YOUR PROBLEMS BY SIMPLY TELLING US WHAT WE NEED TO KNOW.



SKREEEE



VRRRRRN

GO SCREW  
YOURSELVES!

ZZZZ

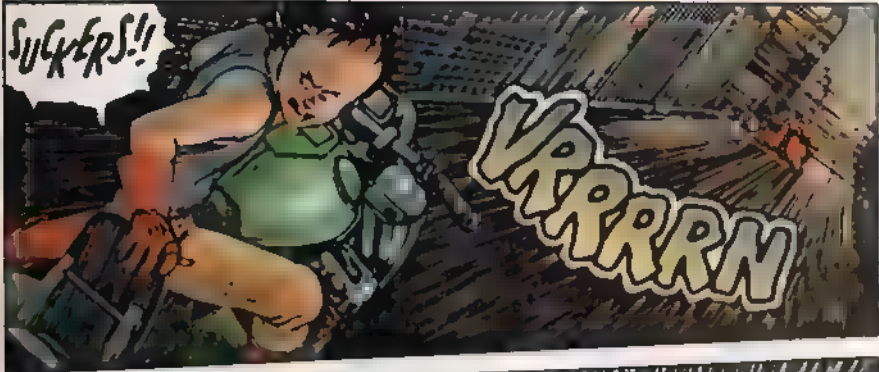
EEYAAAH!!

KRASH

OH,  
MAN...

BACK  
THE  
OTHER  
WAY!

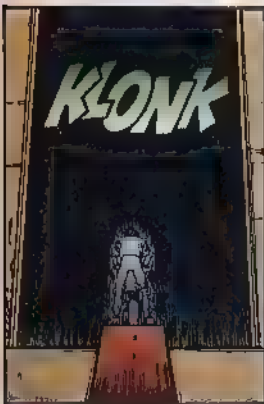
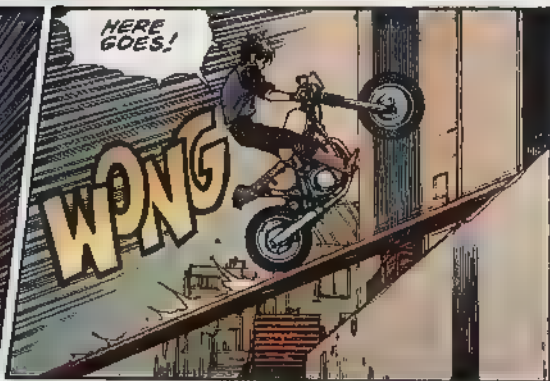
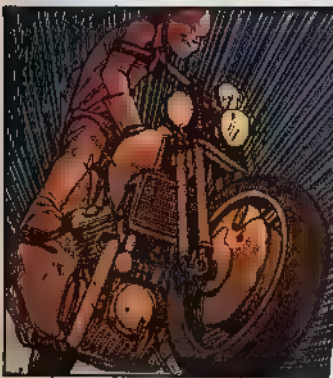


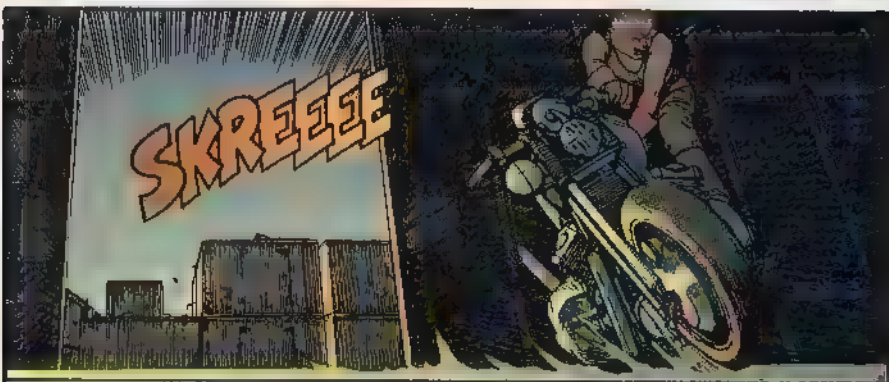






**VRRRRRN**





**KLANK**

OKAY,  
TETSUO...  
YOUR  
ASS IS  
OURS!

!

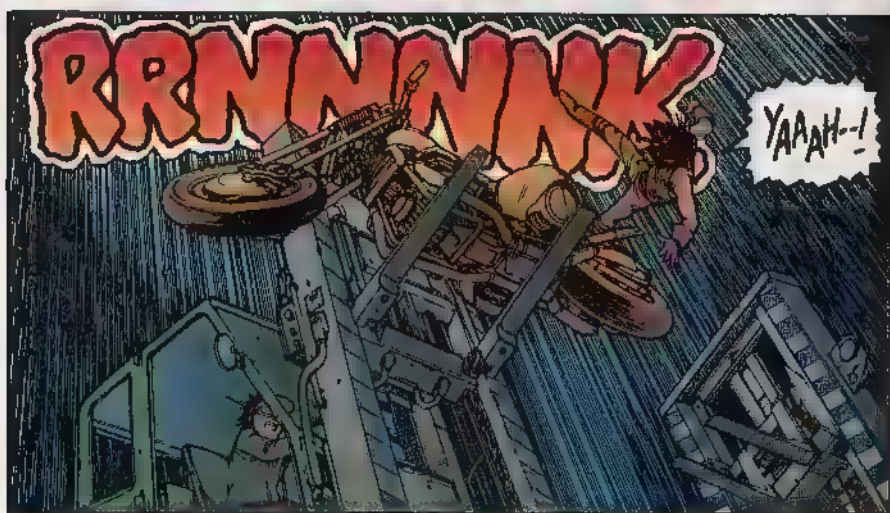
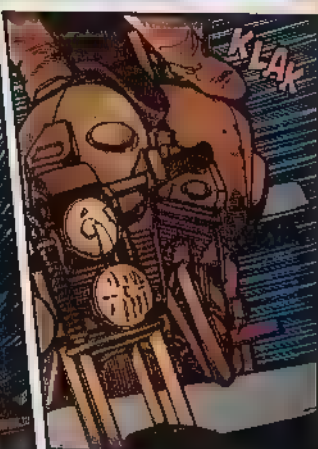
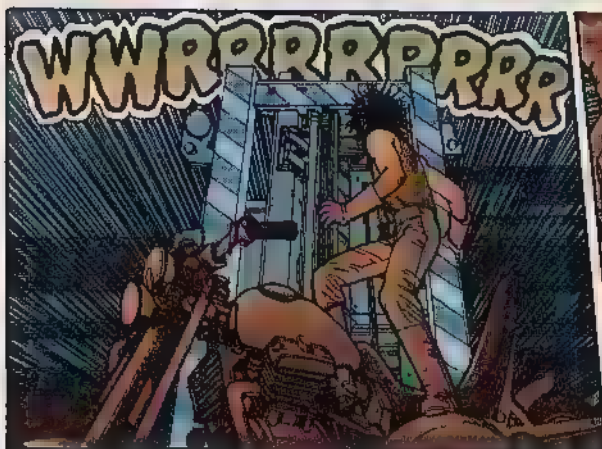
**FN00M**

H-HBY..

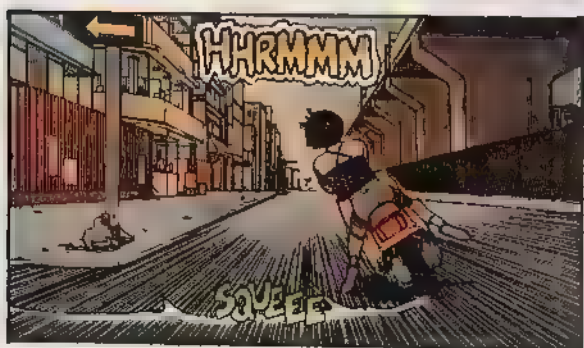
**NOW!**

**WWRRRRRRRR**









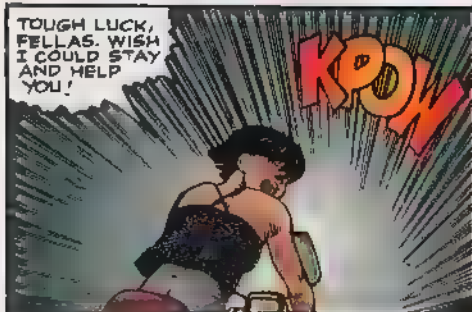
# RUNK

# KLATTER

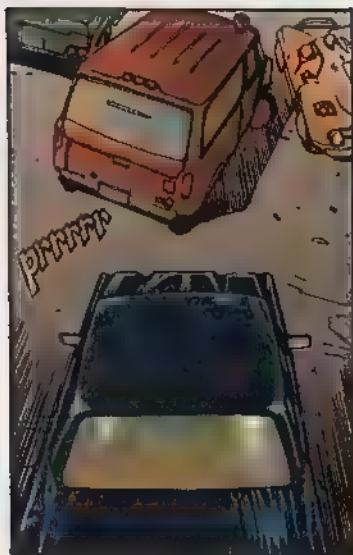
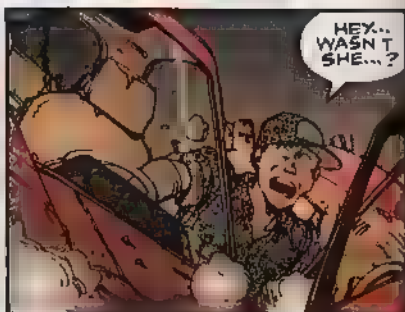


TOUGH LUCK,  
FELLAS. WISH  
I COULD STAY  
AND HELP  
YOU!

# KPOW

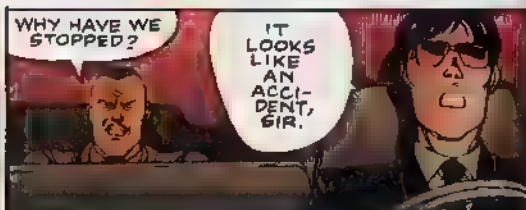


HEY...  
WASN'T  
SHE...?



WHY HAVE WE  
STOPPED?

IT  
LOOKS  
LIKE  
AN  
ACCIDENT,  
SIR.

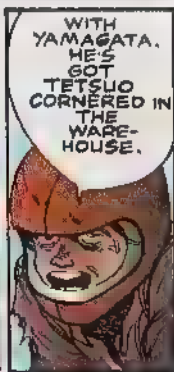
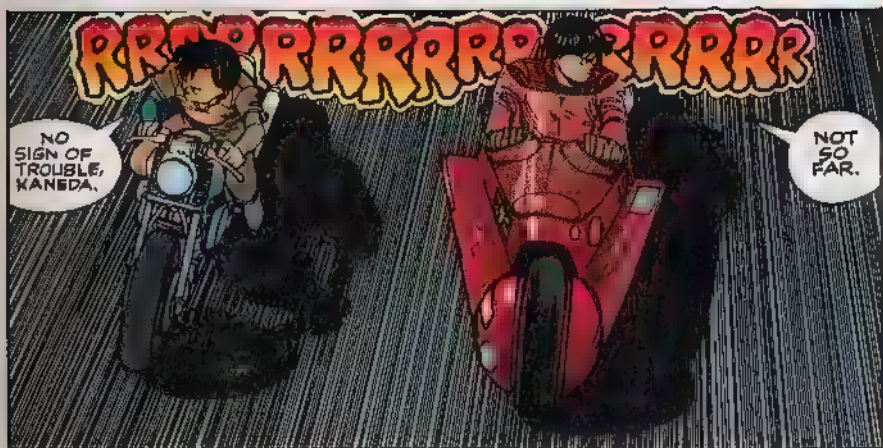
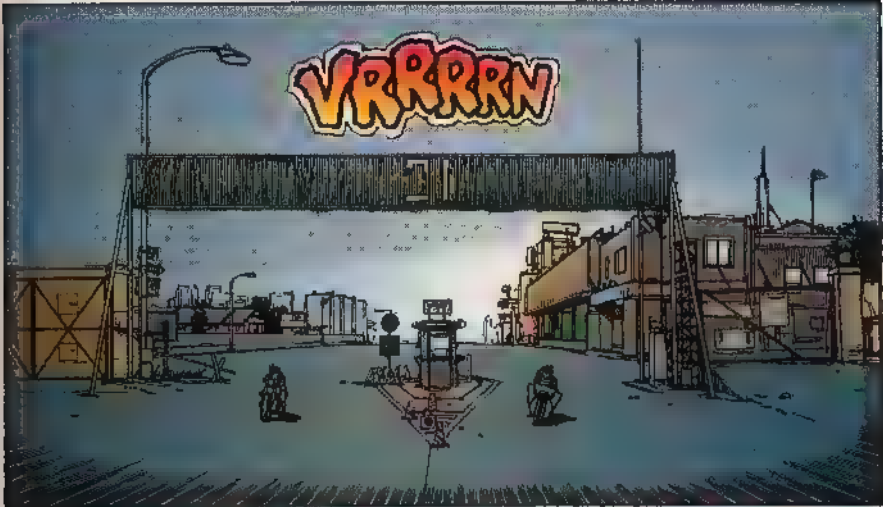


I'M NOT  
BLIND,  
YOU  
IDIOT!  
GET  
MOVING!

Y-YESIR!

CLEAR  
THE  
ROAD!!

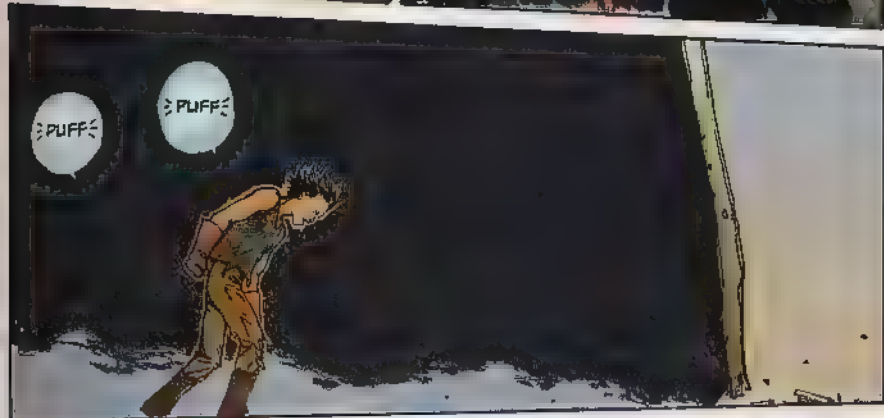
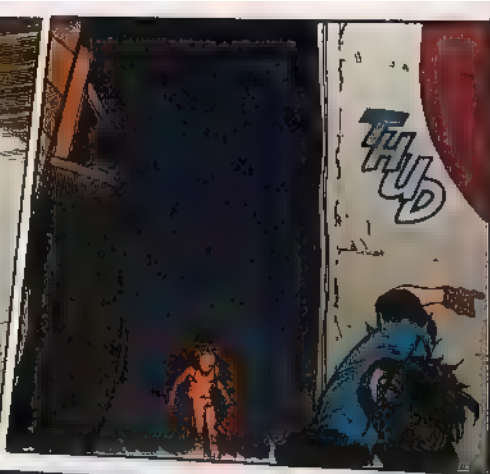




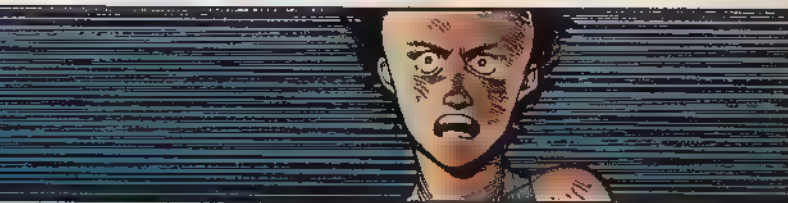


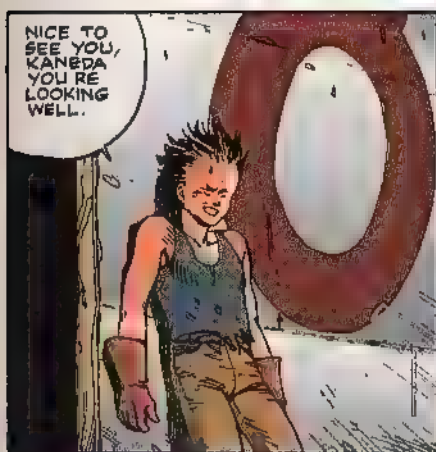






**SKREEEE!** **EEEEEEEEE!**





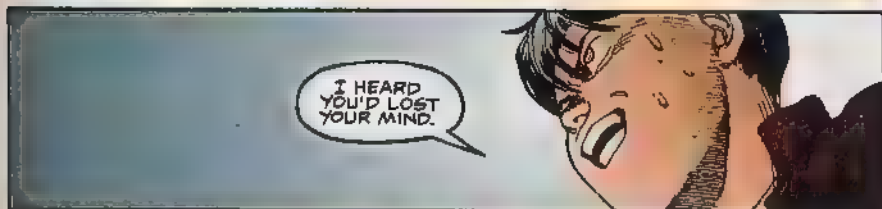
NICE TO  
SEE YOU,  
KANEDA.  
YOU'RE  
LOOKING  
WELL.



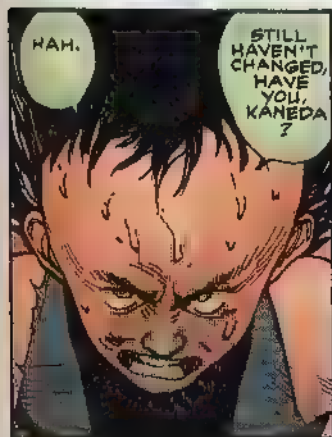
OH, I  
CAN'T  
COMPLAIN.  
HOW 'BOUT  
YOU? YOU  
SEEM A  
LITTLE  
PALE.



I HAVE  
A LITTLE  
HEADACHE.



I HEARD  
YOU'D LOST  
YOUR MIND.



HAH.

STILL  
HAVEN'T  
CHANGED,  
HAVE  
YOU,  
KANEDA?



STILL THE  
BIG MAN,  
ALWAYS  
HAVING  
TO  
RUN  
EVERY-  
THING!



JUST LIKE  
WHEN WE  
WERE  
KIDS!!

NO  
MATTER  
WHAT WE  
DID, YOU  
ALWAYS  
HAD  
TO  
BE  
IN  
CHARGE  
!



I HEAR YOU'RE  
RUNNING SOME-  
THING NOW,  
TOO--

--A  
CESSPOOL.

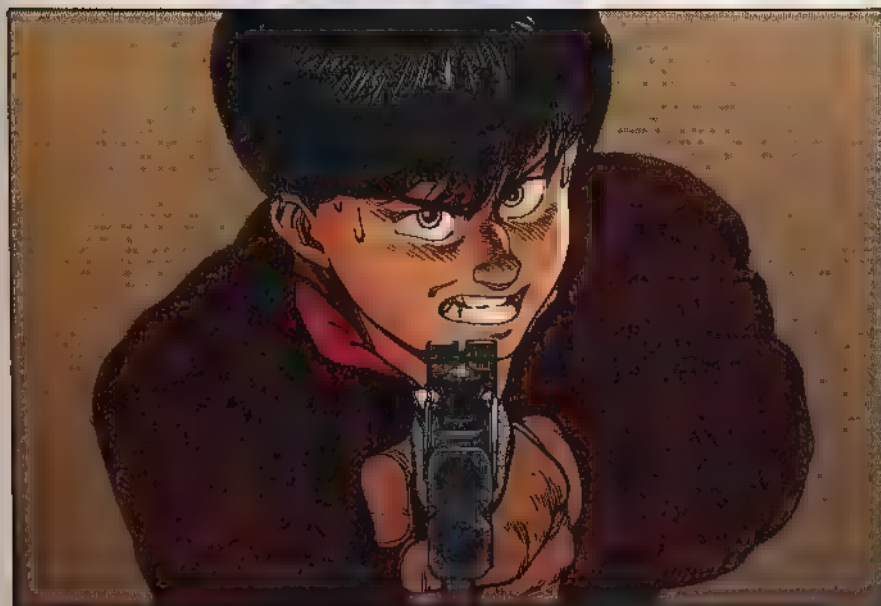
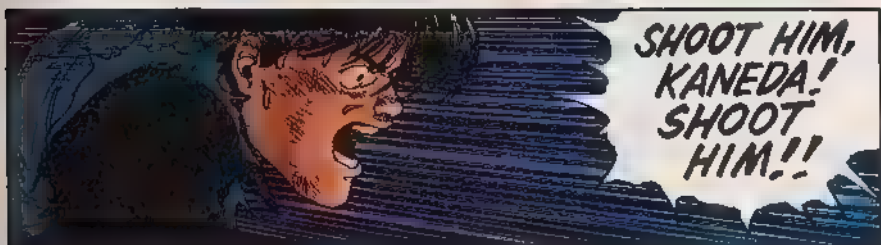
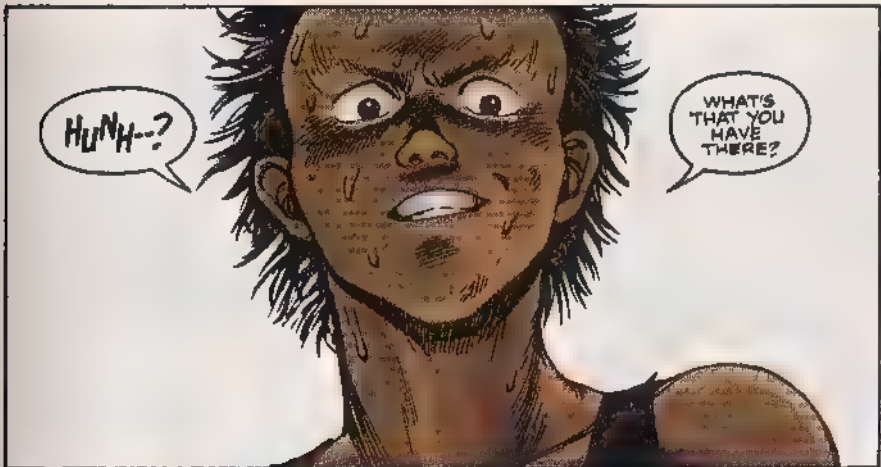


KAWEDA!



WHAT?!





FINE!

IF  
YOU  
WANT TO  
SHOOT  
ME GO  
AHEAD!



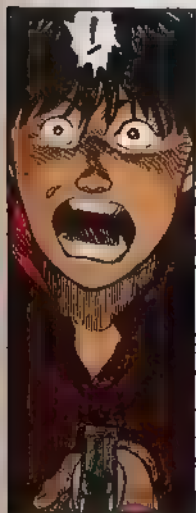
...

YOU CAN'T  
DO IT, CAN  
YOU...

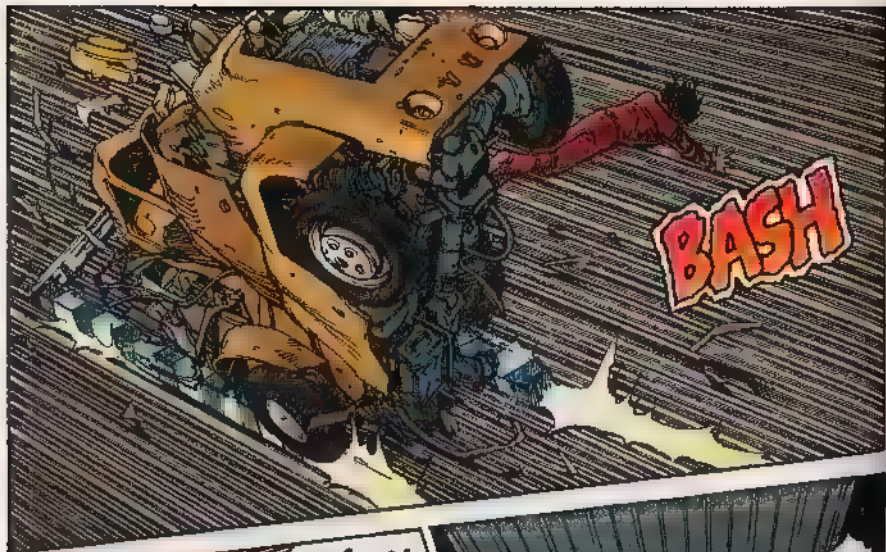
...BECAUSE  
I'M YOUR  
FRIEND...

WHAT  
ARE  
YOU  
WAITING  
FOR?!

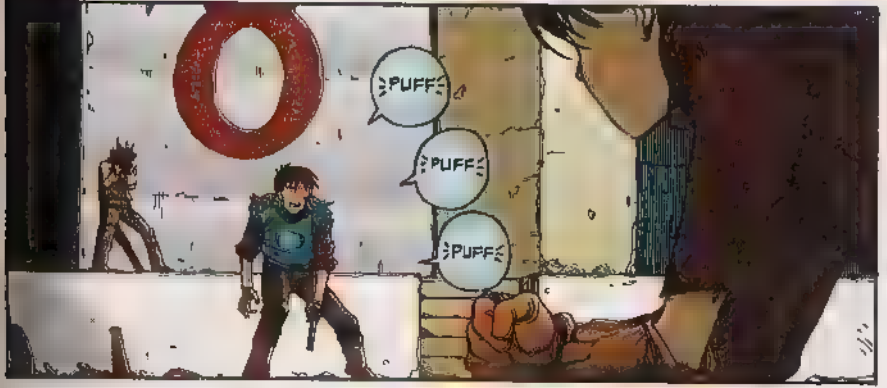
!

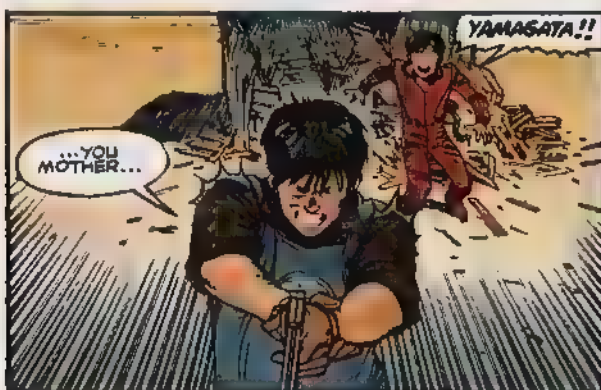


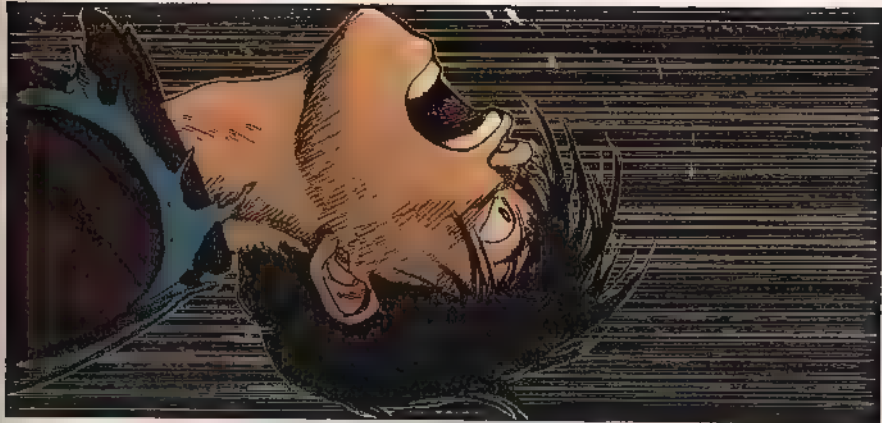




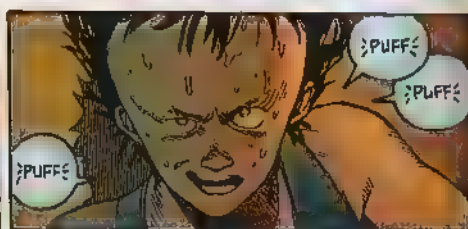








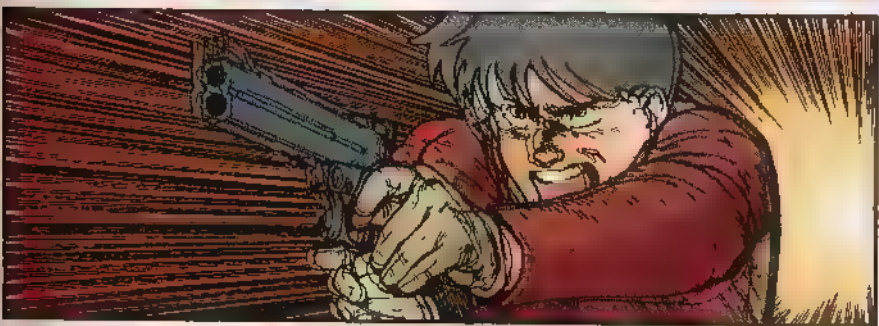




YOU  
STINKING...

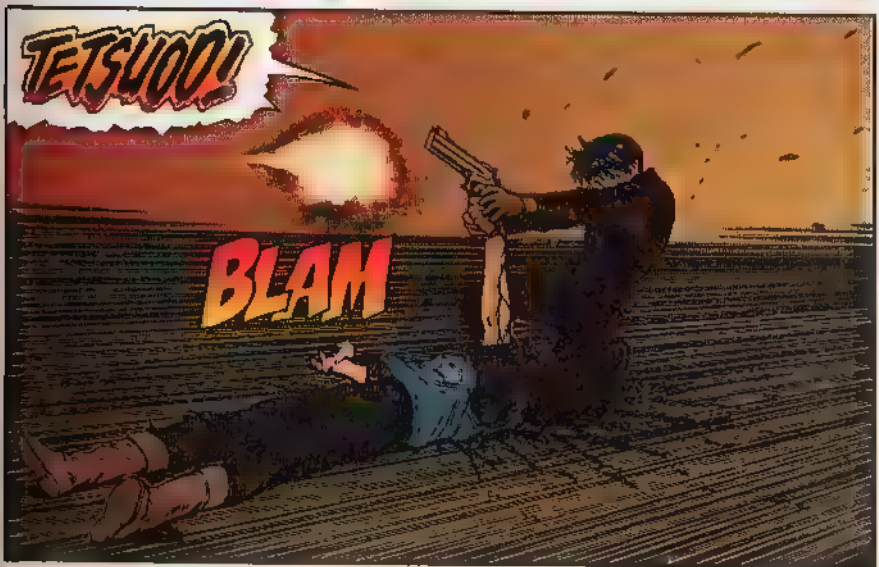


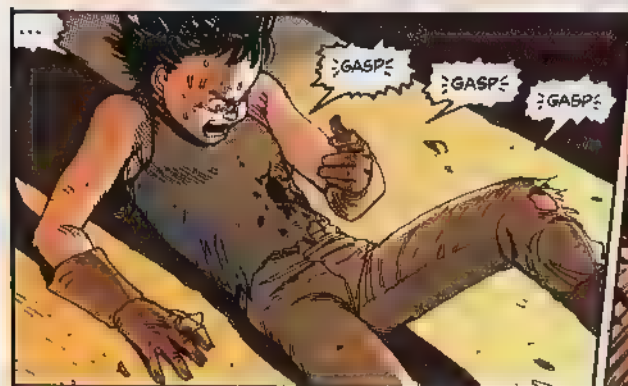
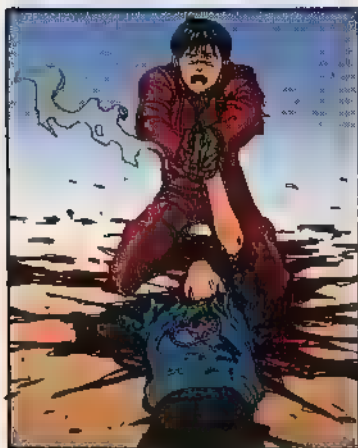
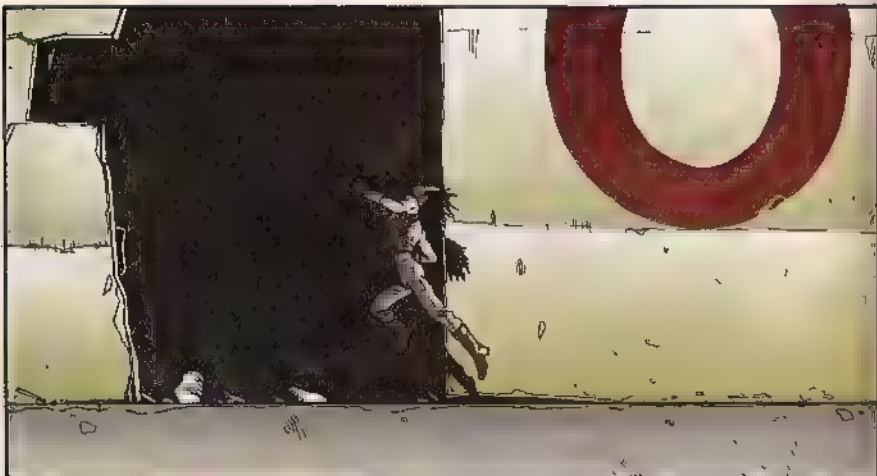
YOU'RE  
DEAD,  
TOO!!



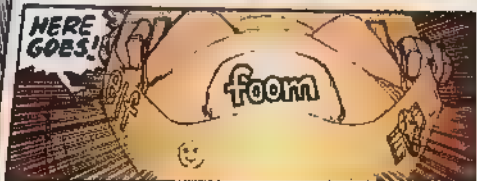
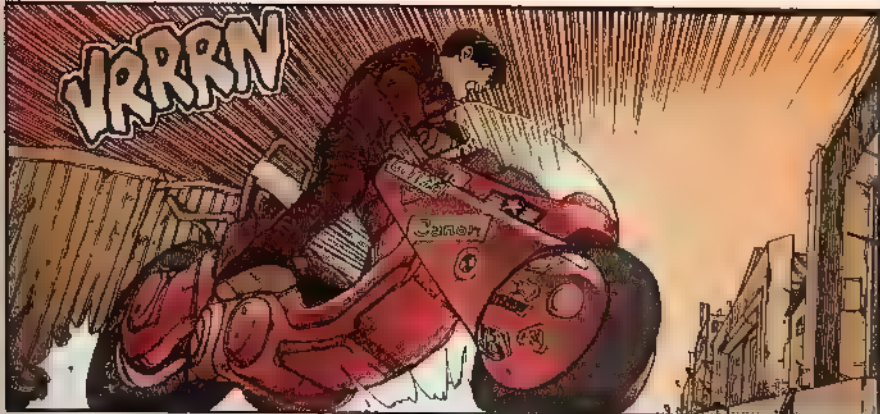
TETSUOO!

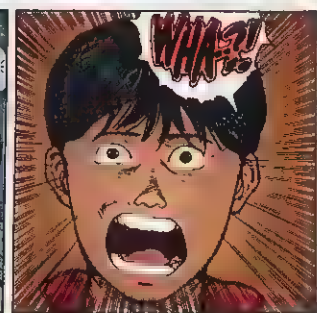
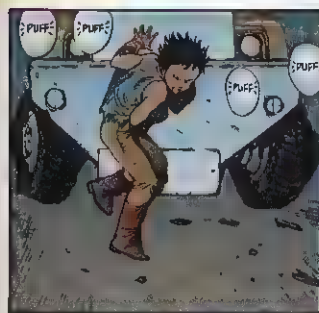
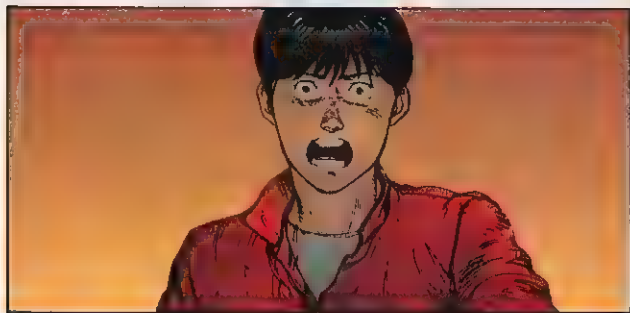
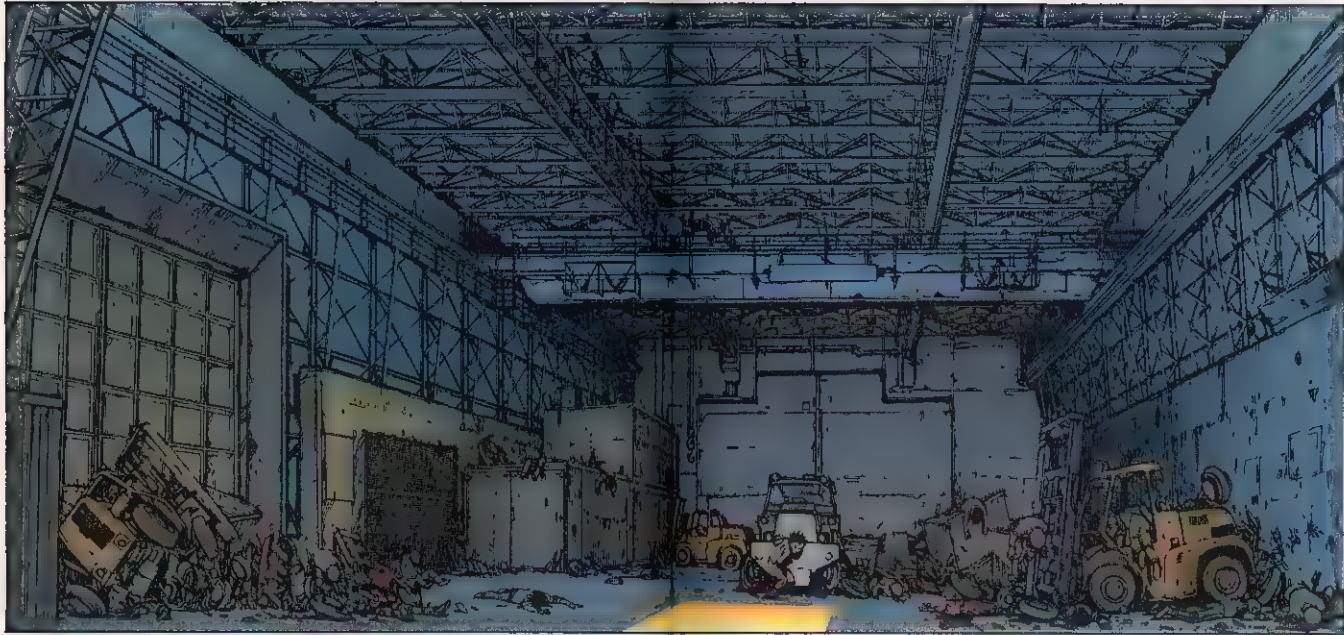
BLAM

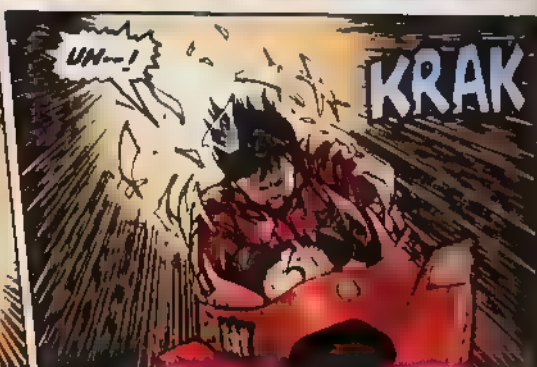
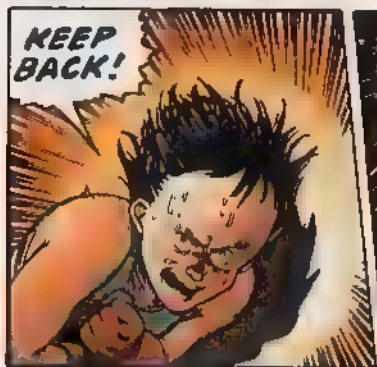










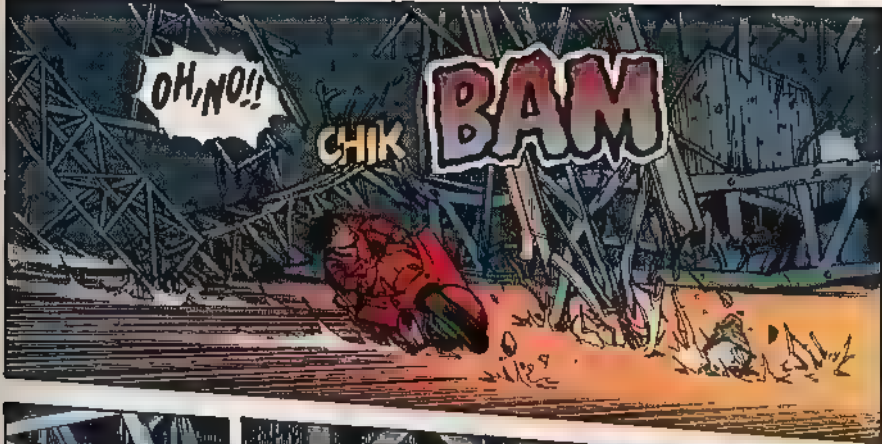




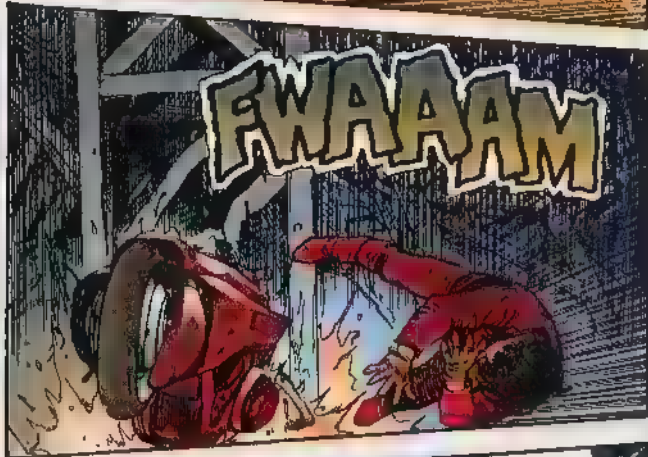
OH, NO!!

CHIK

BAM



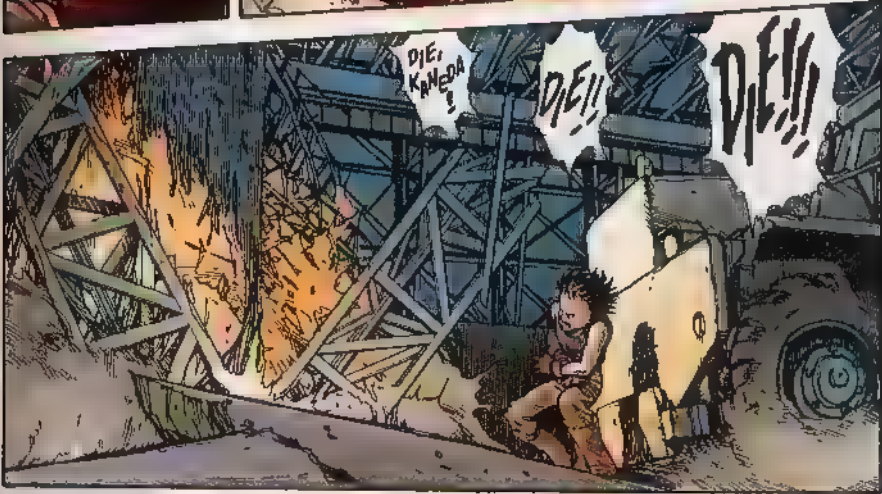
FWAAAM



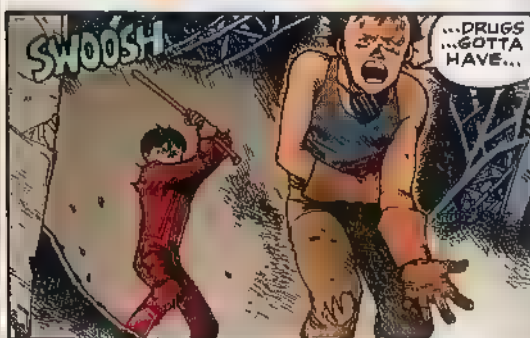
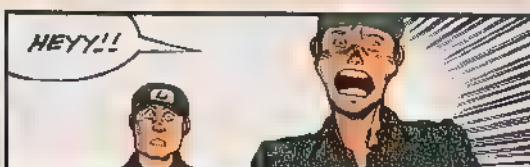
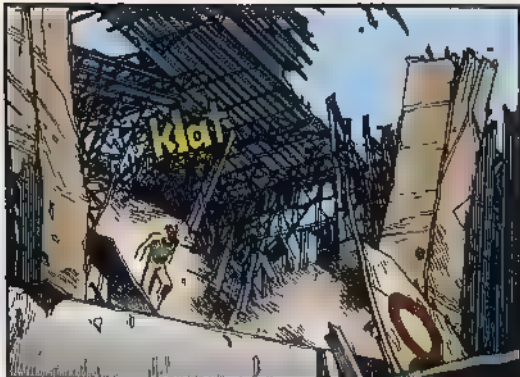
DIE, KANEDA!

DIE!!

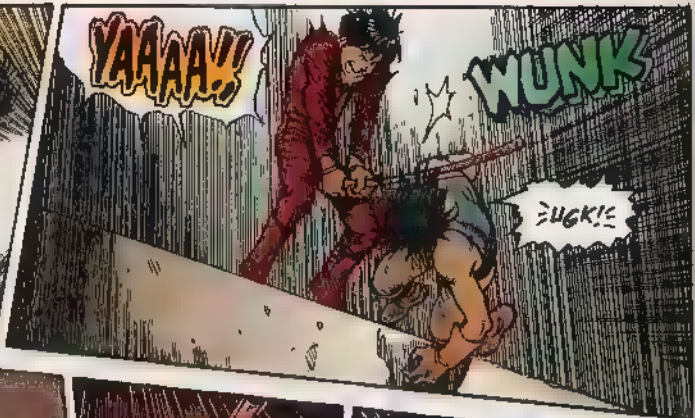
DIE!!!

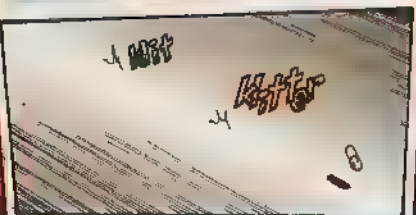




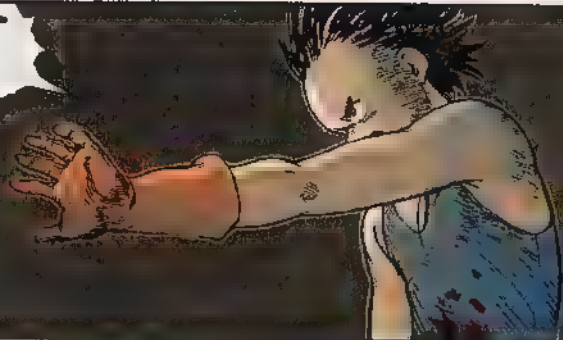








**I'VE GOT  
IT!!**



**THAT'S  
THE  
PILL  
THAT--!**



**IT  
WAS  
YOU,  
WASN'T  
IT?!**

**YOU  
HAD  
IT  
ALL  
ALONG!**

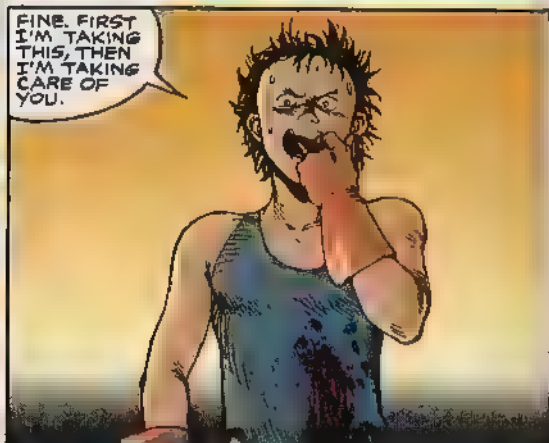


**YEAH...**

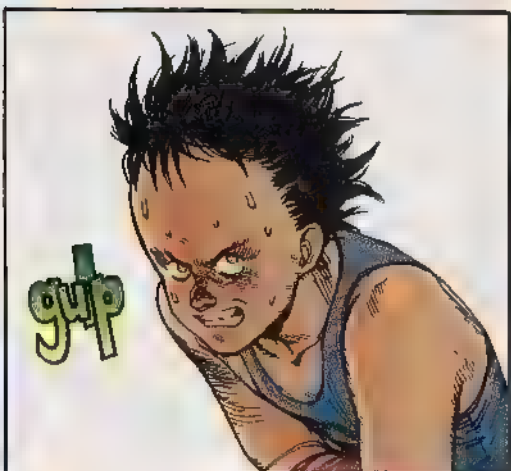
**BUT IF  
YOU WANT  
IT, IT'S  
ALL  
YOURS.**

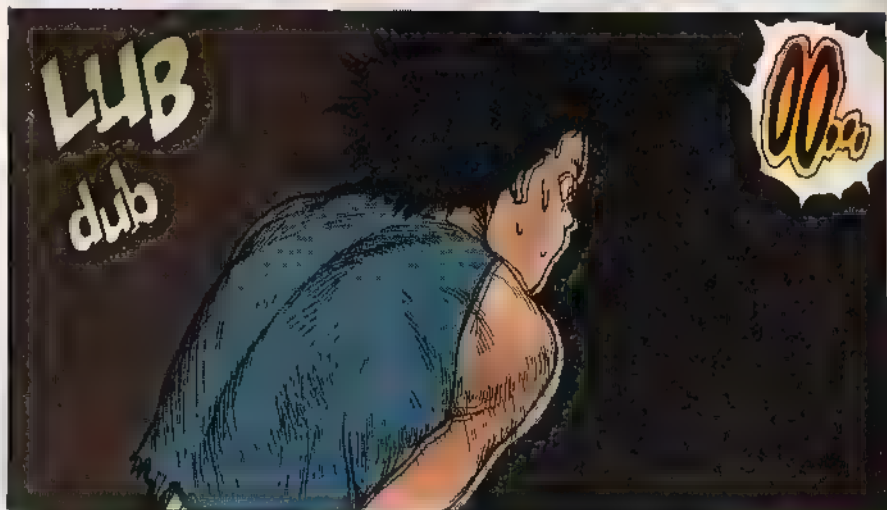
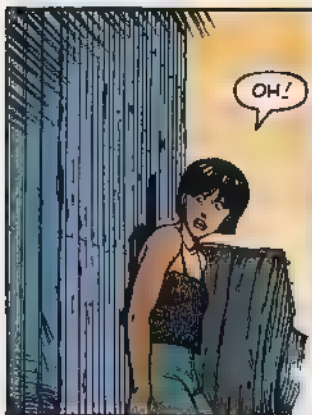
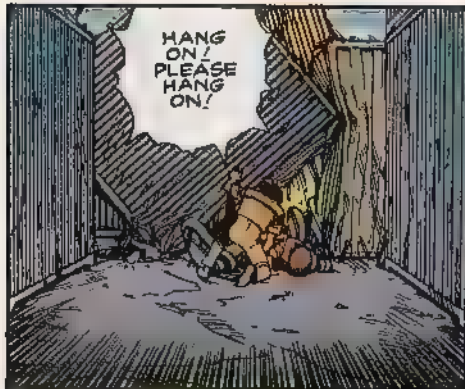


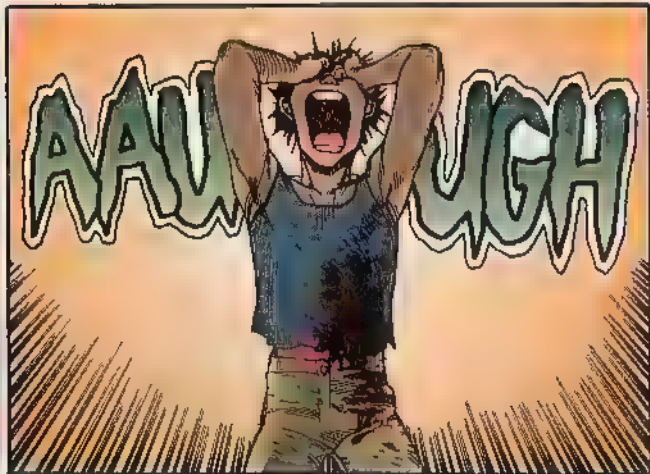
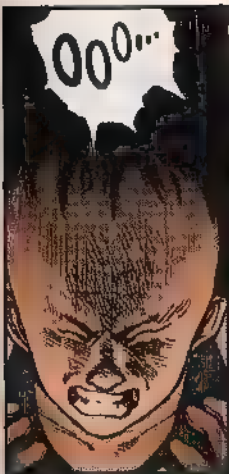
**FINE. FIRST  
I'M TAKING  
THIS, THEN  
I'M TAKING  
CARE OF  
YOU.**



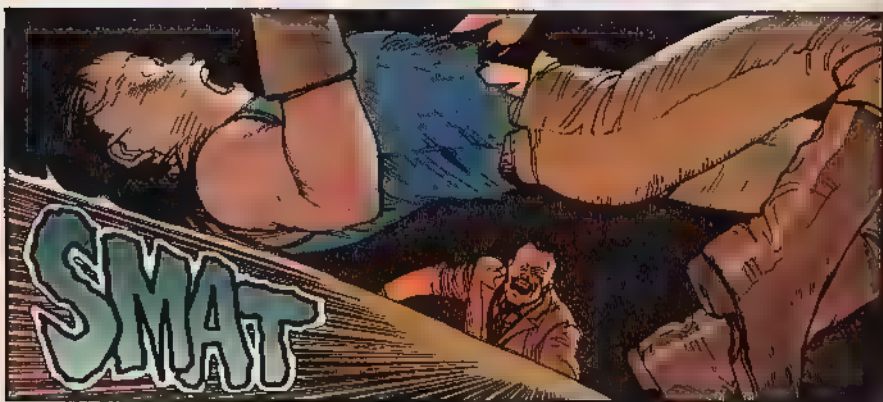


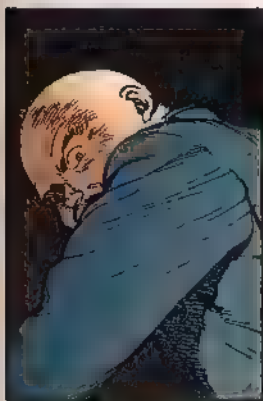


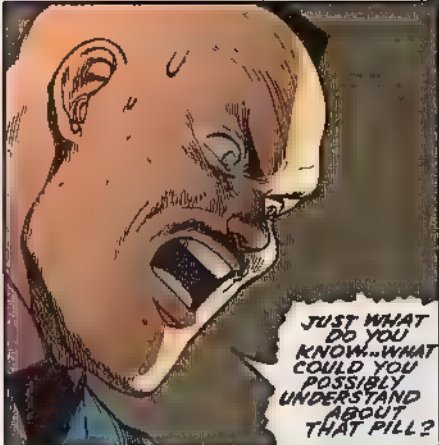












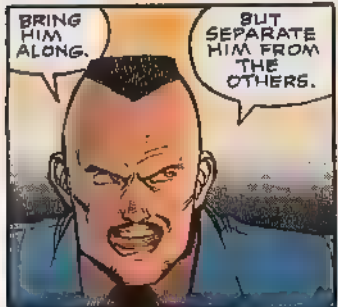
JUST WHAT DO YOU KNOW...WHAT COULD YOU POSSIBLY UNDERSTAND ABOUT THAT PILL?



ENOUGH SO I'M SORRY IT WENT TO WASTE.



WHAT SHALL WE DO WITH HIM, SIR?

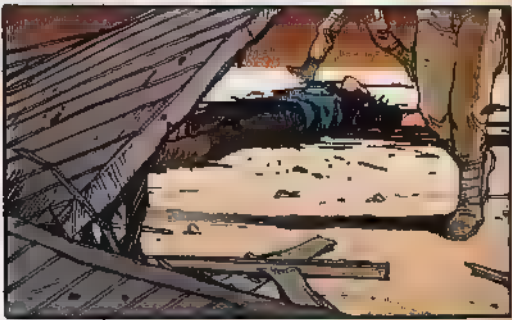


BRING HIM ALONG.

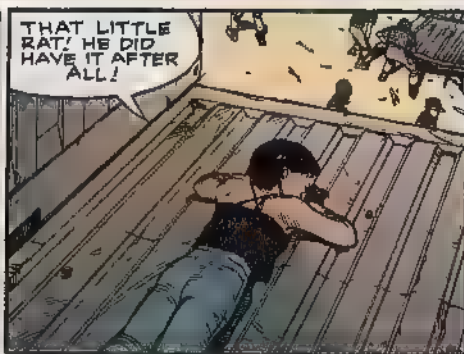
BUT SEPARATE HIM FROM THE OTHERS.

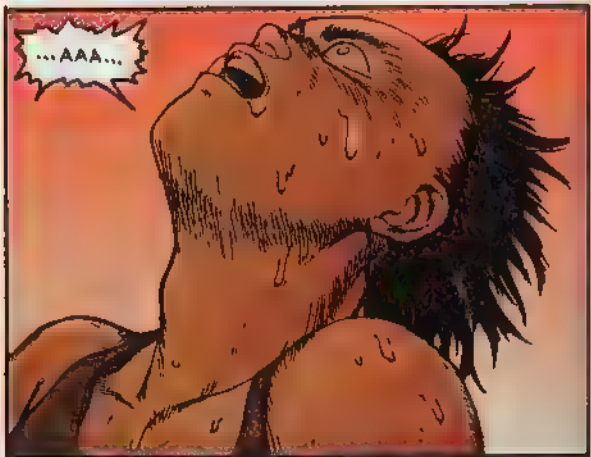
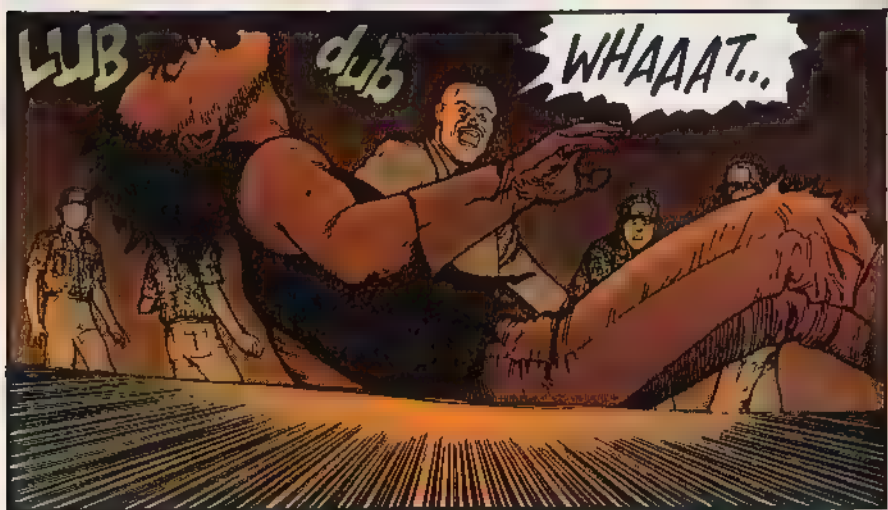


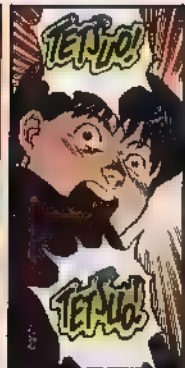
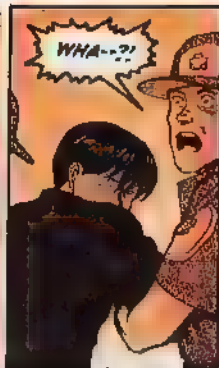
AND DON'T LET HIS AGE DECEIVE YOU INTO UNDERESTIMATING HIM. HE'S EXCEEDINGLY RESOURCEFUL.



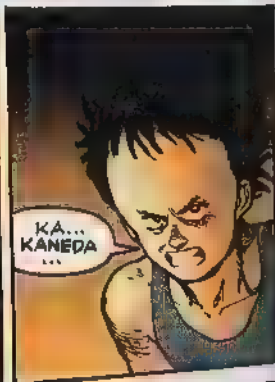
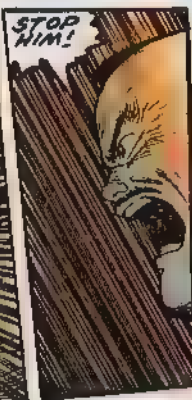
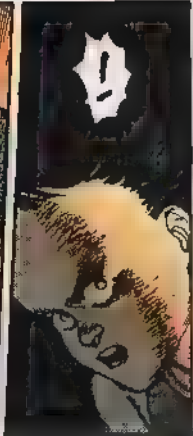


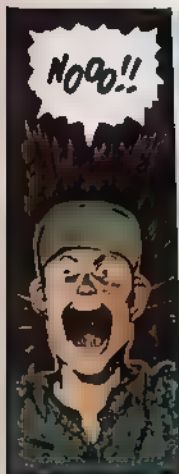
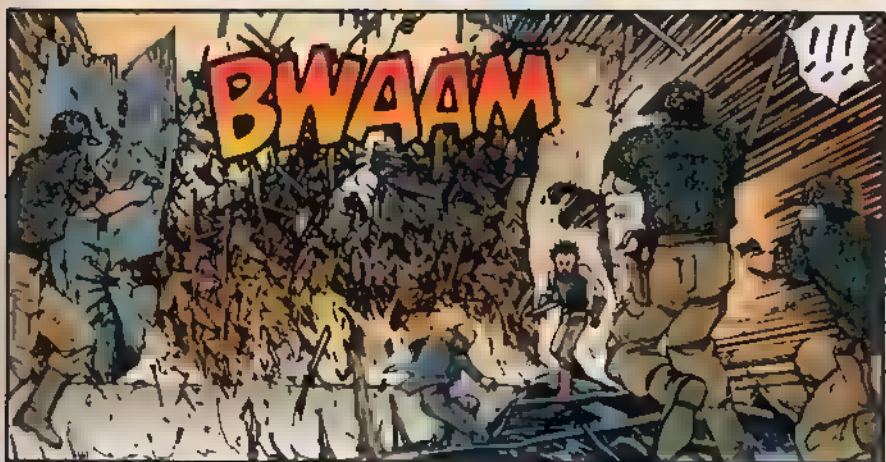


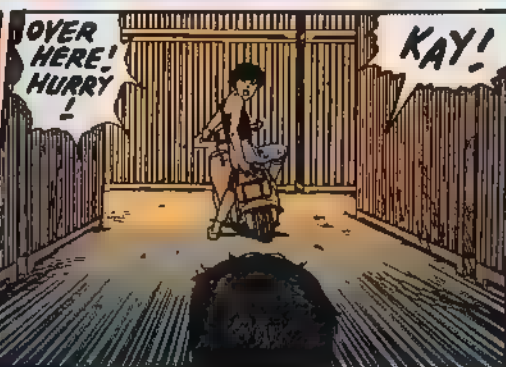
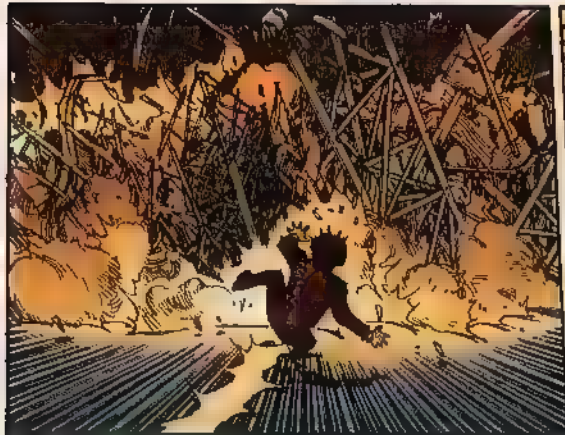




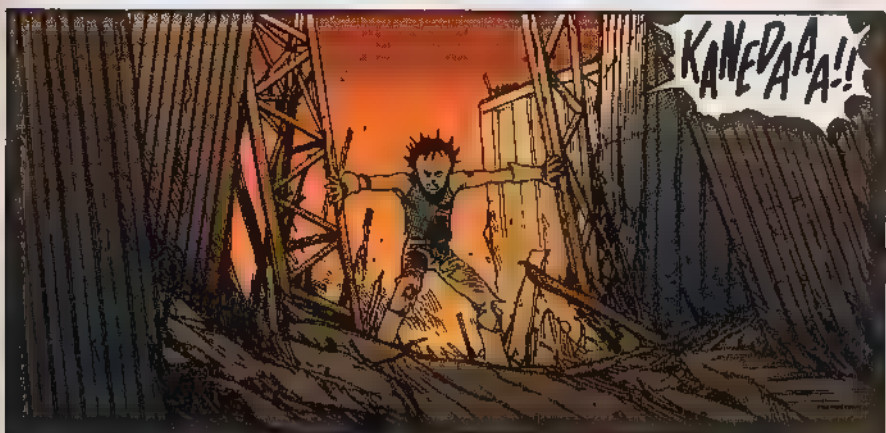
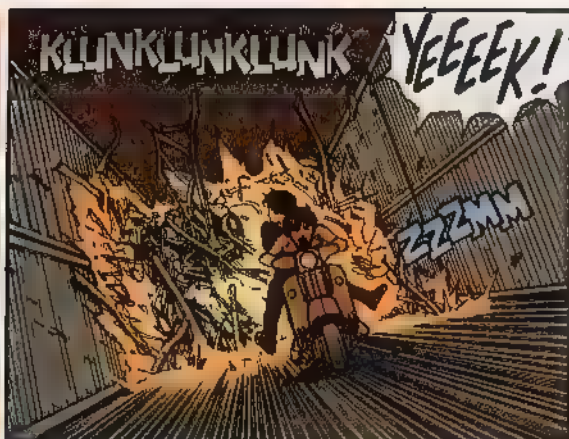


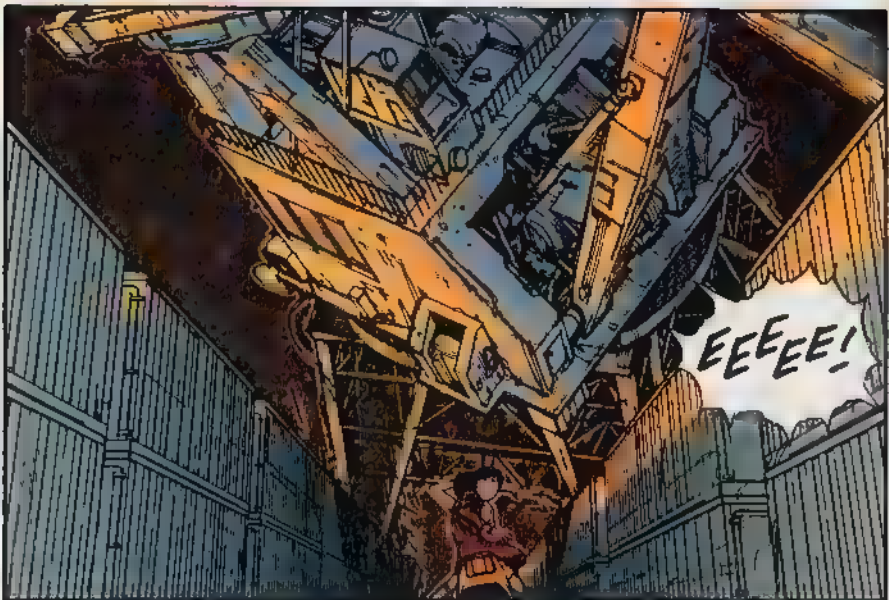
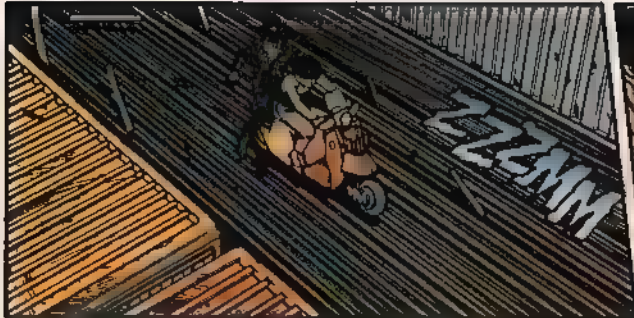


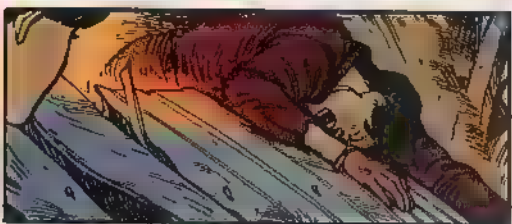














**CLEAR  
OUT!**

**YOU'RE  
YOU'RE  
TETSUO...  
AREN'T  
YOU?**

**WHY ARE  
YOU DOING  
THIS?  
KANEDA  
IS YOUR  
FRIEND...  
OR  
HAVE  
YOU  
FORGOTTEN  
THAT  
?!**

**LOOKS LIKE  
HE HAS A  
NEW FRIEND...  
TO DIE WITH!**

**TOK**

**WAIT!**

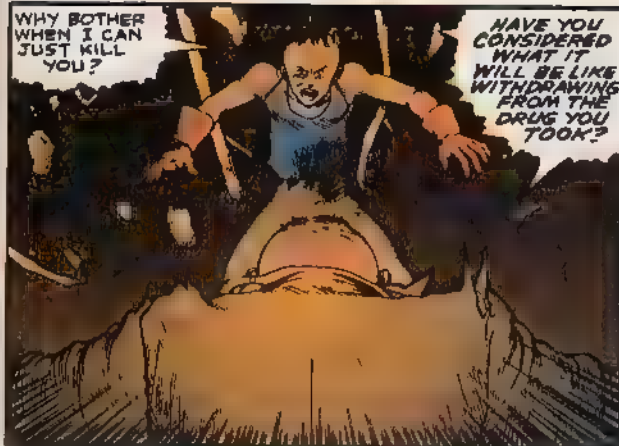
**GET  
LOST!**

**...RRR...**

**HAH!**

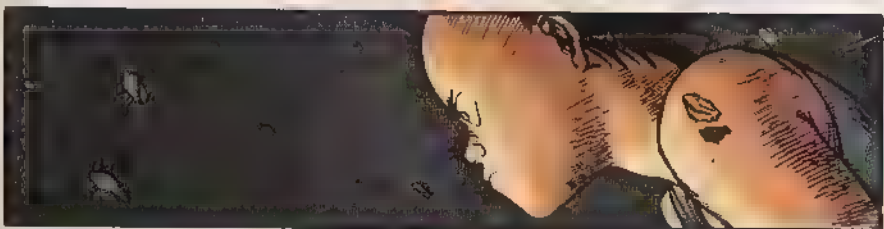
**HEAR  
ME  
OUT!**

WHY BOTHER  
WHEN I CAN  
JUST KILL  
YOU?



HAVE YOU  
CONSIDERED  
WHAT IT  
WILL BE LIKE  
WITHDRAWING  
FROM THE  
DRUG YOU  
TOOK?

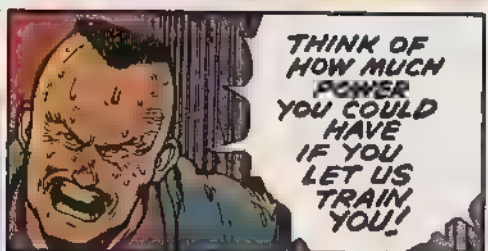
CONSIDER  
THE PAIN  
YOU FACE!  
CONSIDER  
WHERE  
THE DRUG  
CAME  
FROM  
!!



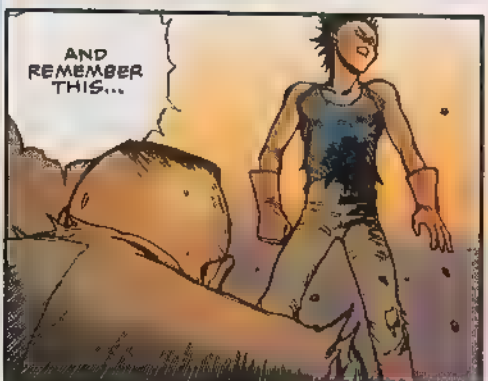
PUFF

PUFF

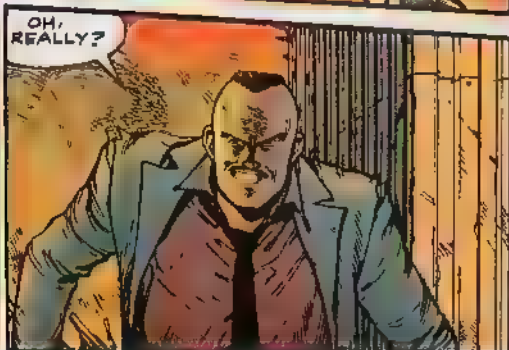
THINK...  
THINK  
ABOUT  
IT.



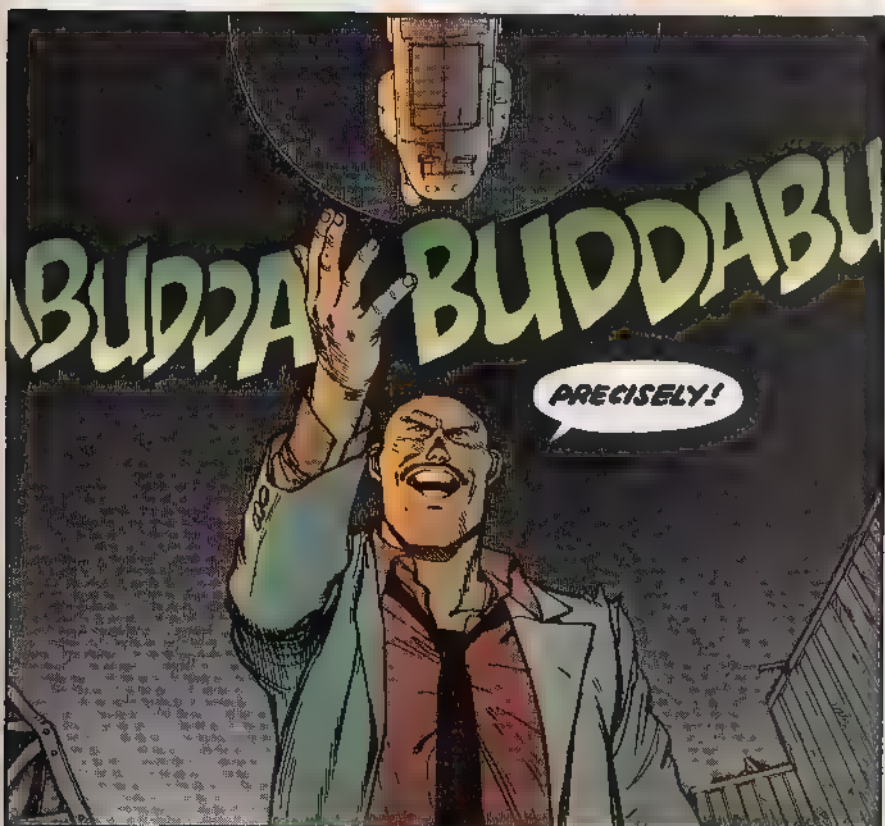
THINK OF  
HOW MUCH  
POWER  
YOU COULD  
HAVE  
IF YOU  
LET US  
TRAIN  
YOU!



AND  
REMEMBER  
THIS...







NEXT ISSUE: **PLAYERS AND PRISONERS**

OTOMO  
GALLERY

**K**

**Keywords:** Learning environment, group, early stage of life, social interaction, learning, early education, social development, quality of teaching, SES, the quality of home environment, early life, parent involvement.

Presented here are examples from this work.





**M**ore than 100 years ago, the first school in the world was built in the city of London. It was a small building, but it was the first of its kind.



**P**leased as we are with the results of presenting Mr. Comics work in this volume, we are also sad and homesick in admiring the strength and subtle dynamics of his art in black and white and are happy to have this space where his material can be shown in a form closer to its original presentation in the future, along with all the rest of Mr. Alley, with hope to delight our readers with samples of Mr. Comics' other comics and illustration.



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chief assistant to Mr. Otomo

**MAKOTO SHIOSAKI**

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assistants to Mr. Otomo

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**AKIRA SAITO**

designer, Kodansha edition

Kodansha Ltd.

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with **LINDA M. YORK**

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**ANDREW WYATT**

editorial assistant, Epic edition

**ARCHIE GOODWIN**

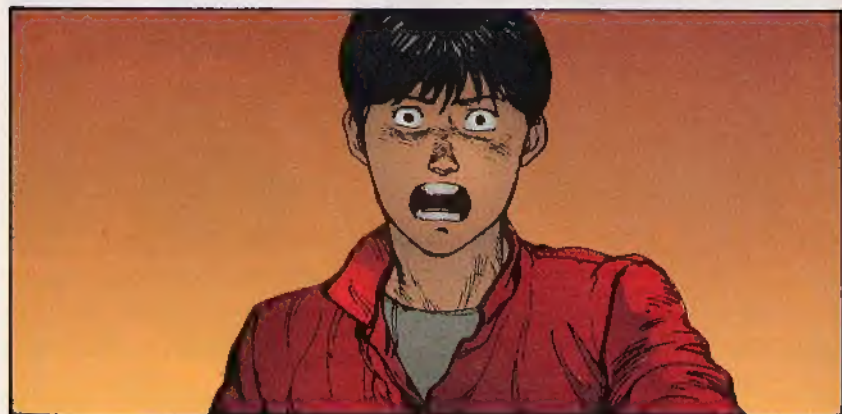
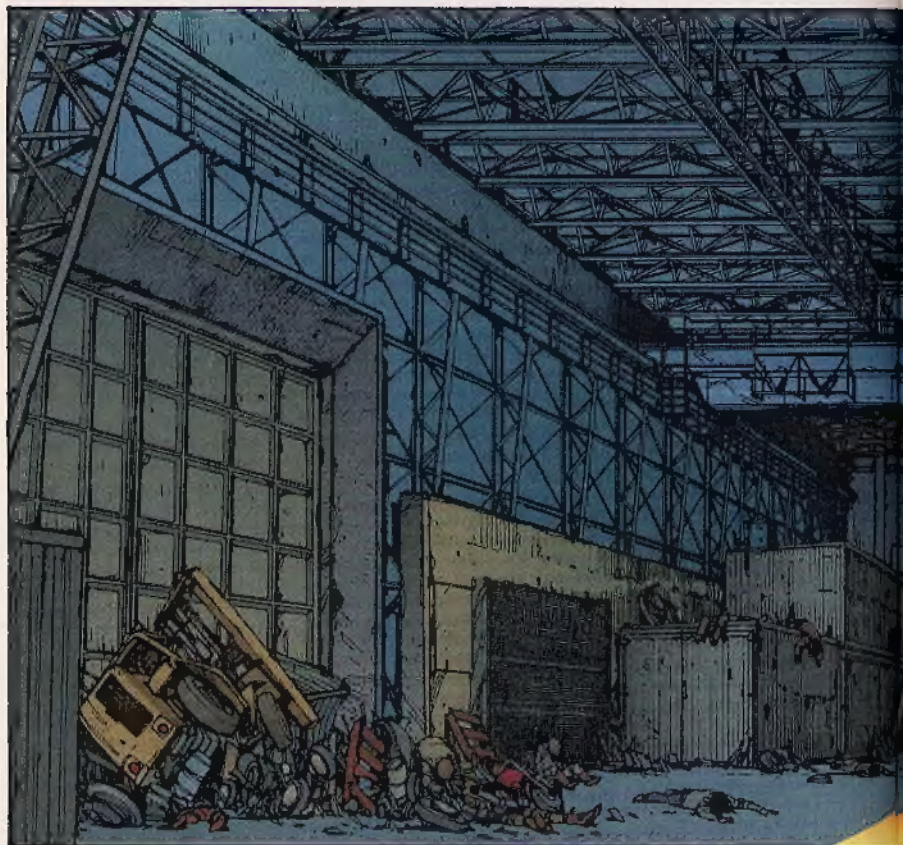
editor, Epic edition

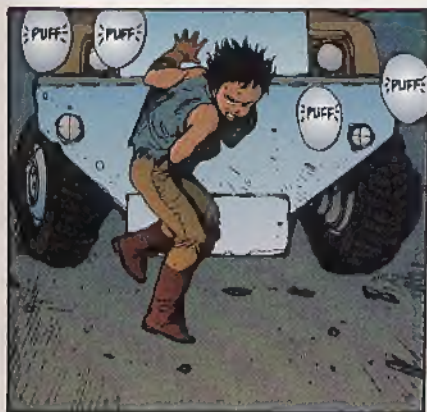
**C**ombat. In the warehouse district of post-World War III Neo-Tokyo, a showdown is taking place. Two young men, once friends, are engaged in a struggle to destroy each other. Kaneda, rebellious gang leader, has a magnum revolver plus his own wit and determination as weapons. Tetsuo, who recently took over the murderous Clown gang, has devastating psychic powers. He has already used them to kill, swiftly, explosively. Fueled by drugs and madness, he is ready to kill again. Hoping to save Kaneda in this unequal clash is Kay, agent of the underground resistance movement. Hoping to win over Tetsuo is the Colonel, head of a secret government project that needs the youth's paranormal power to control a much greater threat on the verge of awakening...AKIRA.

KATSUHIRO OTOMO'S









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**X-FUTURE**

I love um

I buy um

I preserve um